Abu Ja'far
{W}
Creature -- Leper
0/1
When Abu Ja'far is put into a graveyard from play, destroy all creatures blocking or blocked by it. They can't be regenerated.

Active Volcano
{R}
Instant
Choose one -- Destroy target blue permanent; or return target island to its owner's hand.

Akron Legionnaire
{6}{W}{W}
Creature -- Legionnaire
8/4
Except for creatures named Akron Legionnaire and artifact creatures, creatures you control can't attack.

Aladdin
{2}{R}{R}
Creature -- Aladdin
1/1
{1}{R}{R}, {T}: Gain control of target artifact as long as Aladdin is in play.

Angelic Voices
{2}{W}{W}
Enchantment
Creatures you control get +1/+1 as long as you control no nonartifact, nonwhite creatures.

Arcades Sabboth
{2}{G}{G}{W}{W}{U}{U}
Creature -- Elder Dragon Legend
7/7
Flying
Untapped nonattacking creatures you control get +0/+2.
At the beginning of your upkeep, sacrifice Arcades Sabboth unless you pay {G}{W}{U}.
{W}: Arcades Sabboth gets +0/+1 until end of turn.

Arena of the Ancients
{3}
Artifact
Legends don't untap during their controllers' untap steps.
When Arena of the Ancients comes into play, tap all Legends.

Argothian Pixies
{1}{G}
Creature -- Faerie
2/1
Argothian Pixies can't be blocked by artifact creatures.

Prevent all damage that would be dealt to Argothian Pixies by artifact creatures.

Ashnod's Altar
{3}
Artifact
Sacrifice a creature: Add two colorless mana to your mana pool.

Ashnod's Transmogrant
{1}
Artifact
{T}, Sacrifice Ashnod's Transmogrant: Put a +1/+1 counter on target nonartifact creature. That creature becomes an artifact in addition to its types. #(This effect doesn't end at end of turn.)#

Axelrod Gunnarson
{4}{B}{B}{R}{R}
Creature -- Legend
5/5
Trample
Whenever a creature dealt damage by Axelrod Gunnarson this turn is put into a graveyard, you gain 1 life and Axelrod deals 1 damage to target player.

Ayesha Tanaka
{W}{W}{U}{U}
Creature -- Legend
2/2
Banding
{T}: Counter target activated ability of an artifact unless that ability's controller pays {W}.

Azure Drake
{3}{U}
Creature -- Drake
2/4
Flying

Banshee
{2}{B}{B}
Creature -- Banshee
0/1
{X}, {T}: Banshee deals X damage divided evenly between you and target creature or player. Round up for you and down for that creature or player.

Barl's Cage
{4}
Artifact
{3}: Target creature doesn't untap during its controller's next untap step.

Beasts of Bogardan
{4}{R}

Creature -- Beast
3/3
Protection from red
Beasts of Bogardan gets +1/+1 as long as any opponent controls a white permanent.

Blood Moon
{2}{R}
Enchantment
Nonbasic lands are mountains.

Blood of the Martyr
{W}{W}{W}
Instant
Until end of turn, if damage would be dealt to any creature, you may have that damage dealt to you instead.

Bog Rats
{B}
Creature -- Rat
1/1
Bog Rats can't be blocked by Walls.

Book of Rass
{6}
Artifact
{2}, Pay 2 life: Draw a card.

Boomerang
{U}{U}
Instant
Return target permanent to its owner's hand.

Bronze Horse
{7}
Artifact Creature
4/4
Trample
If you control another creature, prevent all damage that would be dealt to Bronze Horse by spells that target it.

Cat Warriors
{1}{G}{G}
Creature -- Cat Warrior
2/2
Forestwalk #(This creature is unblockable as long as defending player controls a forest.)#

Chromium
{2}{W}{W}{U}{U}{B}{B}
Creature -- Elder Dragon Legend
7/7
Flying
At the beginning of your upkeep, sacrifice Chromium unless you pay

{W}{U}{B}.
Rampage 2 #(Whenever this creature becomes blocked by two or more creatures, it gets +2/+2 until end of turn for each creature blocking it beyond the first.)#

City of Brass
Land
Whenever City of Brass becomes tapped, it deals 1 damage to you.
{T}: Add one mana of any color to your mana pool.

Cocoon
{G}
Enchant Creature
Cocoon can enchant only a creature you control.
Enchanted creature doesn't untap during your untap step if Cocoon has a pupa counter on it.
When Cocoon comes into play, tap enchanted creature and put three pupa counters on Cocoon.
At the beginning of your upkeep, remove a pupa counter from Cocoon. If you can't, sacrifice it and enchanted creature gets +1/+1 and gains flying. #(This effect doesn't end at end of turn.)#

Concordant Crossroads
{G}
Enchant World
All creatures have haste. #(They may attack and #{T}# the turn they come under their controller's control.)#

Craw Giant
{3}{G}{G}{G}{G}
Creature -- Giant
6/4
Trample
Rampage 2 #(Whenever this creature becomes blocked by two or more creatures, it gets +2/+2 until end of turn for each creature blocking it beyond the first.)#

Cuombajj Witches
{B}{B}
Creature -- Witch
1/3
{T}: Cuombajj Witches deals 1 damage to target creature or player and 1 damage to target creature or player of an opponent's choice.

Cyclone
{2}{G}{G}
Enchantment
Cumulative upkeep {G} #(At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay #{G}# for each age counter on it.)#
Whenever you pay Cyclone's cumulative upkeep, it deals damage equal to the number of age counters on Cyclone to each creature and player.

Dakkon Blackblade
{2}{W}{U}{U}{B}
Creature -- Legend
/
Dakkon Blackblade's power and toughness are each equal to the number of lands you control.

Dance of Many
{U}{U}
Enchantment
When Dance of Many comes into play, put a token creature into play as a copy of target nontoken creature.
When Dance of Many leaves play, remove the creature token from the game.
When the creature token leaves play, sacrifice Dance of Many.
At the beginning of your upkeep, sacrifice Dance of Many unless you pay {U}{U}.

Dandan
{U}{U}
Creature -- Dandan
4/1
Dandan can't attack unless defending player controls an island.
When you control no islands, sacrifice Dandan.

D'Avenant Archer
{2}{W}
Creature -- Soldier
1/2
{T}: D'Avenant Archer deals 1 damage to target attacking or blocking creature.

Divine Offering
{1}{W}
Instant
Destroy target artifact. You gain life equal to its converted mana cost.

Emerald Dragonfly
{1}{G}
Creature -- Dragonfly
1/1
Flying
{G}{G}: Emerald Dragonfly gains first strike until end of turn.

Enchantment Alteration
{U}
Instant
Move target enchantment enchanting a creature or land to another permanent of that type.

Erhnam Djinn
{3}{G}
Creature -- Djinn

4/5
At the beginning of your upkeep, target non-Wall creature an opponent controls gains forestwalk until your next upkeep.

Fallen Angel
{3}{B}{B}
Creature -- Angel
3/3
Flying
Sacrifice a creature: Fallen Angel gets +2/+1 until end of turn.

Feldon's Cane
{1}
Artifact
{T}, Remove Feldon's Cane from the game: Shuffle your graveyard into your library.

Fire Drake
{1}{R}{R}
Creature -- Drake
1/2
Flying
{R}: Fire Drake gets +1/+0 until end of turn. Play this ability no more than once each turn.

Fishliver Oil
{1}{U}
Enchant Creature
Enchanted creature has islandwalk. #(It's unblockable as long as defending player controls an island.)#

Flash Flood
{U}
Instant
Choose one -- Destroy target red permanent; or return target mountain to its owner's hand.

Fountain of Youth
{0}
Artifact
{2}, {T}: You gain 1 life.

Gabriel Angelfire
{3}{G}{G}{W}{W}
Creature -- Legend
4/4
At the beginning of your upkeep, choose flying, first strike, trample, or rampage 2. Gabriel Angelfire gains that ability until your next upkeep.

Gauntlets of Chaos
{5}
Artifact
{5}, Sacrifice Gauntlets of Chaos: Exchange control of target

artifact, creature, or land an opponent controls and a permanent you control if they share one of those types. Destroy all enchantments on those permanents. #(This effect doesn't end at end of turn.)#

Ghazban Ogre
{G}
Creature -- Ogre
2/2
At the beginning of your upkeep, if a player has more life than any other, that player gains control of Ghazban Ogre.

Giant Slug
{1}{B}
Creature -- Slug
1/1
{5}: At the beginning of your next upkeep, Giant Slug gains landwalk for a basic land type of your choice until the end of that turn. #(This creature is unblockable that turn as long as defending player controls a land of the chosen type.)#

Goblin Artisans
{R}
Creature -- Goblin
1/1
{T}: Flip a coin. If you win the flip, draw a card. Otherwise, counter target artifact spell you control that isn't the target of an ability from another creature named Goblin Artisans.

Goblin Digging Team
{R}
Creature -- Goblin
1/1
{T}, Sacrifice Goblin Digging Team: Destroy target Wall.

Goblin Shrine
{1}{R}{R}
Enchant Land
If enchanted land is a mountain, all Goblins get +1/+0.
When Goblin Shrine leaves play, it deals 1 damage to each Goblin.

Goblins of the Flarg
{R}
Creature -- Goblin
1/1
Mountainwalk #(This creature is unblockable as long as defending player controls a mountain.)#
When you control a Dwarf, sacrifice Goblins of the Flarg.

Hasran Ogress
{B}{B}
Creature -- Ogre
3/2
Whenever Hasran Ogress attacks, it deals 3 damage to you unless you pay {2}.

Hell's Caretaker
{3}{B}
Creature -- Hell's-Caretaker
1/1
{T}, Sacrifice a creature: Return target creature card from your graveyard to play. Play this ability only during your upkeep.

Horn of Deafening
{4}
Artifact
{2}, {T}: Prevent all combat damage that would be dealt by target creature this turn.

Indestructible Aura
{W}
Instant
Until end of turn, prevent all damage that would be dealt to target creature.

Ivory Guardians
{4}{W}{W}
Creature -- Guardian
3/3
Protection from red
All Guardians get +1/+1 as long as an opponent controls a red permanent.

Jalum Tome
{3}
Artifact
{2}, {T}: Draw a card, then discard a card from your hand.

Jeweled Bird
{1}
Artifact
Remove Jeweled Bird from your deck before playing if you're not playing for ante.
{T}: Put Jeweled Bird into the ante. If you do, put all other cards from your ante into your graveyard, then draw a card.

Johan
{3}{R}{G}{W}
Creature -- Legend
5/4
At the beginning of your combat phase, you may have Johan gain "Johan can't attack" until end of combat. If you do, attacking doesn't cause creatures you control to tap this combat if Johan is untapped.

Juxtapose
{3}{U}
Sorcery

You and target player exchange control of the creature you each control with the highest converted mana cost. Then exchange control of artifacts the same way. If two or more permanents a player controls are tied for highest cost, that player chooses one. #(This effect doesn't end at end of turn.)#

Keepers of the Faith
{1}{W}{W}
Creature -- Keeper
2/3

Kei Takahashi
{2}{G}{W}
Creature -- Legend
2/2
{T}: Prevent the next 2 damage that would be dealt to target creature this turn.

Land's Edge
{1}{R}{R}
Enchant World
Discard a card from your hand: If the discarded card is a land card, Land's Edge deals 2 damage to target player. Any player may play this ability.

Living Armor
{4}
Artifact
{T}, Sacrifice Living Armor: Put X +0/+1 counters on target creature, where X is that creature's converted mana cost.

Marhault Elsdragon
{3}{R}{R}{G}
Creature -- Legend
4/6
Rampage 1 #(Whenever this creature becomes blocked by two or more creatures, it gets +1/+1 until end of turn for each creature blocking it beyond the first.)#

Metamorphosis
{G}
Sorcery
As an additional cost to play Metamorphosis, sacrifice a creature. Add X mana of any one color to your mana pool, where X is one plus the sacrificed creature's converted mana cost. Spend this mana only to play creature spells.

Mountain Yeti
{2}{R}{R}
Creature -- Yeti
3/3
Protection from white; mountainwalk #(This creature is unblockable as long as defending player controls a mountain.)#

Nebuchadnezzar
{3}{U}{B}
Creature -- Legend
3/3
{X}, {T}: Name a card. Target opponent reveals X cards at random from his or her hand. That player then discards all the revealed cards that are the named card. Play this ability only during your turn.

Nicol Bolas
{2}{U}{U}{B}{B}{R}{R}
Creature -- Elder Dragon Legend
7/7
Flying
At the beginning of your upkeep, sacrifice Nicol Bolas unless you pay {U}{B}{R}.
Whenever Nicol Bolas deals damage to an opponent, that player discards his or her hand.

Obelisk of Undoing
{1}
Artifact
{6}, {T}: Return target permanent you own and control to your hand.

Palladia-Mors
{2}{R}{R}{G}{G}{W}{W}
Creature -- Elder Dragon Legend
7/7
Flying, trample
At the beginning of your upkeep, sacrifice Palladia-Mors unless you pay {R}{G}{W}.

Petra Sphinx
{2}{W}{W}{W}
Creature -- Sphinx
3/4
{T}: Target player names a card, then reveals the top card of his or her library. If that card is the named card, that player puts it into his or her hand. If it isn't, the player puts it into his or her graveyard.

Primordial Ooze
{R}
Creature -- Ooze
1/1
Primordial Ooze attacks each turn if able.
At the beginning of your upkeep, put a +1/+1 counter on Primordial Ooze. Then pay {X}, where X is equal to the number of +1/+1 counters on Primordial Ooze, or tap Primordial Ooze and it deals X damage to you.

Puppet Master
{U}{U}{U}

Enchant Creature
When enchanted creature is put into a graveyard, return enchanted creature to its owner's hand and you may pay {U}{U}{U}. If you do, return Puppet Master from its owner's graveyard to its owner's hand.

Rabid Wombat
{2}{G}{G}
Creature -- Wombat
0/1
Attacking doesn't cause Rabid Wombat to tap.
Rabid Wombat gets +2/+2 for each enchant creature enchanting it.

Rakalite
{6}
Artifact
{2}: Prevent the next 1 damage that would be dealt to target creature or player this turn. Return Rakalite to its owner's hand at end of turn.

Recall
{X}{X}{U}
Sorcery
Discard X cards from your hand, then return a card from your graveyard to your hand for each card discarded this way. Remove Recall from the game.

Remove Soul
{1}{U}
Instant
Counter target creature spell.

Repentant Blacksmith
{1}{W}
Creature -- Smith
1/2
Protection from red

Revelation
{G}
Enchant World
All players play with their hands revealed.

Rubinia Soulsinger
{2}{G}{W}{U}
Creature -- Legend
2/3
You may choose not to untap Rubinia Soulsinger during your untap step.
{T}: Gain control of target creature as long as you control Rubinia and Rubinia remains tapped.

Runesword
{6}
Artifact

{3}, {T}: Target attacking creature gets +2/+0 until end of turn. When that creature leaves play this turn, sacrifice Runesword. If the creature deals damage to a creature this turn, the creature dealt damage can't be regenerated this turn. If a creature dealt damage by the targeted creature would be put into a graveyard this turn, remove that creature from the game instead.

Safe Haven
Land
{2}, {T}: Remove target creature you control from the game.
At the beginning of your upkeep, you may sacrifice Safe Haven. If you do, each player puts into play all cards he or she owns removed from the game with Safe Haven.

Scavenger Folk
{G}
Creature -- Scavenger
1/1
{G}, {T}, Sacrifice Scavenger Folk: Destroy target artifact.

Sentinel
{4}
Artifact Creature
1/1
{0}: Sentinel's toughness becomes 1 plus the power of target creature blocking or blocked by Sentinel. #(This effect doesn't end at end of turn.)#

Serpent Generator
{6}
Artifact
{4}, {T}: Put a 1/1 Poison-Snake artifact creature token into play. This creature has "Whenever this creature deals damage to a player, that player gets a poison counter." #(A player with ten or more poison counters loses the game.)#

Shield Wall
{1}{W}
Instant
Creatures you control get +0/+2 until end of turn.

Shimian Night Stalker
{3}{B}{B}
Creature -- Nightstalker
4/4
{B}, {T}: All damage that would be dealt to you this turn by target attacking creature is dealt to Shimian Night Stalker instead.

Sivitri Scarzam
{5}{U}{B}
Creature -- Legend
6/4

Sol'kanar the Swamp King
{2}{U}{B}{R}
Creature -- Legend
5/5
Swampwalk #(This creature is unblockable as long as defending player controls a swamp.)#
Whenever a player plays a black spell, you gain 1 life.

Stangg
{4}{R}{G}
Creature -- Legend
3/4
When Stangg comes into play, if Stangg is in play, put a 3/4 red and green Stangg-Twin creature token into play. This creature is a Legend.
When Stangg leaves play, remove the Stangg-Twin created with it from the game.
When the Stangg-Twin created with Stangg leaves play, sacrifice Stangg.

Storm Seeker
{3}{G}
Instant
Storm Seeker deals X damage to target player, where X is the number of cards in his or her hand.

Takklemaggot
{2}{B}{B}
Enchant Creature
At the beginning of the upkeep of enchanted creature's controller, put a -0/-1 counter on enchanted creature.
When enchanted creature is put into a graveyard, enchanted creature's controller returns Takklemaggot to play from its owner's graveyard. If Takklemaggot can't enchant a creature, it becomes a global enchantment under that player's control with "At the beginning of your upkeep, Takklemaggot deals 1 damage to you" instead.

Teleport
{U}{U}{U}
Instant
Play only during combat before the declare blockers step.
Target creature is unblockable this turn.

The Fallen
{1}{B}{B}{B}
Creature -- Fallen
2/3
At the beginning of your upkeep, The Fallen deals 1 damage to each opponent it has dealt damage to this game.

The Wretched
{3}{B}{B}
Creature -- Wretched

2/5
At end of combat, gain control of all creatures blocking The Wretched as long as you control The Wretched.

Tobias Andrion
{3}{W}{U}
Creature -- Legend
4/4

Tor Wauki
{2}{B}{B}{R}
Creature -- Legend
3/3
{T}: Tor Wauki deals 2 damage to target attacking or blocking creature.

Tormod's Crypt
{0}
Artifact
{T}, Sacrifice Tormod's Crypt: Remove target player's graveyard from the game.

Transmutation
{1}{B}
Instant
Switch target creature's power and toughness until end of turn. Effects that would alter that creature's power this turn alter its toughness instead, and vice versa.

Triassic Egg
{4}
Artifact
{3}, {T}: Put an incubation counter on Triassic Egg.
Remove two incubation counters from Triassic Egg, sacrifice Triassic Egg: Put a creature card from your hand or graveyard into play.

Urza's Mine
Land
{T}: Add one colorless mana to your mana pool. If you control a permanent named Urza's Power Plant and a permanent named Urza's Tower, add one additional colorless mana to your mana pool.

Urza's Power Plant
Land
{T}: Add one colorless mana to your mana pool. If you control a permanent named Urza's Mine and a permanent named Urza's Tower, add one additional colorless mana to your mana pool.

Urza's Tower
Land
{T}: Add one colorless mana to your mana pool. If you control a permanent named Urza's Mine and a permanent named Urza's Power Plant, add two additional colorless mana to your mana pool.

Vaevictis Asmadi
{2}{B}{B}{R}{R}{G}{G}
Creature -- Elder Dragon Legend
7/7
Flying
At the beginning of your upkeep, sacrifice Vaevictis Asmadi unless you pay {B}{R}{G}.
{B}: Vaevictis Asmadi gets +1/+0 until end of turn.
{R}: Vaevictis Asmadi gets +1/+0 until end of turn.
{G}: Vaevictis Asmadi gets +1/+0 until end of turn.

Voodoo Doll
{6}
Artifact
At the beginning of your upkeep, put a pin counter on Voodoo Doll.
At the end of your turn, if Voodoo Doll is untapped, sacrifice it and it deals damage equal to the number of pin counters on it to you.
{X}{X}, {T}: Voodoo Doll deals X damage to target creature or player. X is the number of pin counters on Voodoo Doll.

Wall of Heat
{2}{R}
Creature -- Wall
2/6
#(Walls can't attack.)#

Wall of Opposition
{3}{R}{R}
Creature -- Wall
0/6
#(Walls can't attack.)#
{1}: Wall of Opposition gets +1/+0 until end of turn.

Wall of Shadows
{1}{B}{B}
Creature -- Wall
0/1
#(Walls can't attack.)#
Prevent all damage that would be dealt to Wall of Shadows by creatures it's blocking.
Wall of Shadows can't be the target of spells that can target only Walls or of abilities that can target only Walls.

Wall of Vapor
{3}{U}
Creature -- Wall
0/1
#(Walls can't attack.)#
Prevent all damage that would be dealt to Wall of Vapor by creatures it's blocking.

Wall of Wonder

{2}{U}{U}
Creature -- Wall
1/5
#(Walls can't attack.)#
{2}{U}{U}: Wall of Wonder gets +4/-4 until end of turn and may attack this turn as though it weren't a Wall.

War Elephant
{3}{W}
Creature -- Elephant
2/2
Banding, trample

Witch Hunter
{2}{W}{W}
Creature -- Hunter
1/1
{T}: Witch Hunter deals 1 damage to target player.
{1}{W}{W}, {T}: Return target creature an opponent controls to its owner's hand.

Xira Arien
{B}{R}{G}
Creature -- Legend
1/2
Flying
{B}{R}{G}, {T}: Target player draws a card.

Yawgmoth Demon
{4}{B}{B}
Creature -- Demon
6/6
Flying, first strike
At the beginning of your upkeep, unless you sacrifice an artifact, tap Yawgmoth Demon and it deals 2 damage to you.